The Examiner has objected to the amendments filed 10/28/02 to Figure 6 and page 11, line 6 of the specification as raising new issues. Applicants' respectfully submit that the amendments are fully supported by the specification as filed.

Page 10, line 16 of the specification as filed reads as follows:

> "Figure 5 illustrates double buffering so two zoom buffers have been shown. In this case, the drawing engine 60 alternates between the two buffers. Meanwhile CRTC2 12 reads from the buffer that the drawing engine 60 has finished writing and while the drawing engine 60 is updating the other buffer. This is done to prevent unnecessary flickering that may occur with single buffering and to ensure that the drawing engine has completely updated the zoom buffer from which the CRTC2 12 is reading." (emphasis added)

It is clear from this passage that the embodiment of Figure 5 is "alternating" or cycling between the two zoom buffers, referred to in the context of the specification in this passage merely as "the two buffers" without reference to "two zoom buffers", although this is what is meant.

It follows logically that when describing "the same implementation" with "cycling between three buffers" on the next page, this is in reference to alternating or cycling between three zoom buffers only, even if the three buffers are not specifically referred to as "zoom buffers". It is clear to a person skilled in the art reading the specification that the three buffers are three zoom buffers storing zoomed images generated by the 3D drawing engine 60, and that the three buffers referred to could not be the main display buffer, the hardware cursor buffer, or any buffer other than the zoom buffers.

Entry of the amendment to the specification and drawings regarding Figure 6 filed on October 28, 2002 is therefore respectfully requested.

Regarding support for amendments of claims 5 and 25, it is submitted that the support for these claims is found at the passages mentioned in the response filed 10/28/02, as well as originally filed claims 5 and 25. Original claim 5, reads as follows:

> "The method as claimed in claim 1, wherein said user input further includes a cursor control device input used to control a cursor, and said

portion is caused to be dragged or moved over said main surface memory by movement of said cursor."

The Examiner is correct in asserting that amended claim 5 and 25 lack textual support in the specification as filed. The paragraph at page 4, line 13 is therefore hereby amended as follows:

> The location of the selected zoom area once defined can be static in order to fix the zoom window on one region of the display or locked to the movement of any user input through an input device (keyboard, absolute or relative pointing device, e.g. mouse). This user input may further includes a cursor control device input used to control a cursor, and the portion of the main surface memory to be scaled and output is caused to be dragged or moved over the main surface memory by movement of the cursor.

The added text is based on original claim 5 as would be read in conjunction with original claim 1. No new subject matter has been added to the specification by way of the present amendment.

Regarding the teachings of Ranganathan at column 8, lines 59-66, it is respectfully submitted that Ranganathan does not teach adjusting an aspect ratio of a portion of a surface defined by a user. In Ranganathan, the user may adjust the movie window size, and the scaler will scale as required. When Ranganathan is used in "a full-screen mode, the pixels are duplicated or interpolated as needed to fit the entire screen".

In Applicants' invention, full screen view output is provided, and not an adjusted size window. The adjustment of the aspect ratio performed according to Applicants' invention is not part of scaling, but is done prior to scaling so that the adjusted portion (adjusted from what the user selected) has an aspect ratio corresponding to the resolution of the zoom display device.

While it is true that Ranganathan teaches scaling a movie to fit a user selected window provided in the display output, in Applicants' invention, a user selected portion of a main surface is first adjusted, and then scaled for full-screen output. In Ranganathan, there is no suggestion of selecting a portion of the movie surface for full-screen output, but rather, the full movie surface is scaled to fit a user selected window (less than full-screen) or to fit full-screen.

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It will be appreciated that Ranganathan does not teach changing an aspect ratio of a portion of a main surface as defined in Applicants' claims.

In view of the foregoing, a Notice of Allowance for claims 1-33 is respectfully requested.

Respectfully submitted,
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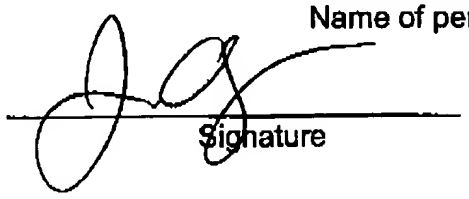

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December 2, 2002
Date

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Marked up copy of specification changes in accordance with 37CFR§1.121(c)(ii)

Page 4, line 13

The location of the selected zoom area once defined can be static in order to fix the zoom window on one region of the display or locked to the movement of any user input through an input device (keyboard, absolute or relative pointing device, e.g. mouse). This user input may further includes a cursor control device input used to control a cursor, and the portion of the main surface memory to be scaled and output is caused to be dragged or moved over the main surface memory by movement of the cursor.